

Bryson Coleman

Los Angeles, CA | (682)472-5874 | cbryson813@gmail.com
<https://www.linkedin.com/in/bcol15/> | <https://www.brysoncoleman.com/>

CAREER SUMMARY

Game designer specialising in combat and gameplay systems. Experience in enemy AI, boss encounters, and large-scale combat systems tuning, with a design philosophy centered on readability, rewarded mastery, and player-driven decision-making. Strong cross-disciplinary collaboration across multiple disciplines

Core Skills

Unreal Engine 4&5, Unity, Visual Scripting, Perforce, Jira, Confluence, Trello, Design Documentation, Aseprite, C#, Python, Adobe Photoshop, Adobe Illustrator, MDA Framework, Enemy AI Design, Combat Design, Systems Design, Boss Design, Gameplay Tuning, Difficulty & Pacing, Player Experience Design

Soft Skills

Communication, Time Management, Problem Solving, Resourcefulness, Adaptability

Relevant Experience

Call of Duty: Black Ops 7 (Zombies)

Treyarch – Nov 2025

- Designed and shipped 3 full multi-phase boss encounters from concept through launch, each requiring cross-discipline partnership across multiple disciplines
- Point on enemy AI design for every archetype shipped in the Zombies game mode, 14 archetypes in total. Applying consistent design pillars (readability, rewarded mastery, forced repositioning) across the full enemy roster
- Implemented round spawning systems for every Survival map and every launched Zombies map

Call of Duty: Black Ops 6 (Zombies)

Treyarch – Oct 2024

- Designed and shipped the Z-Rex, a full multi-phase boss encounter for the Shattered Veil main quest, from concept through post-launch tuning
 - Pitched, designed, and shipped 13 enemy archetypes, across multiple Zombies maps, each built around a distinct player-pressure pattern
 - Inherited and implemented round spawning, health-scaling, and damage-scaling systems across multiple Zombies maps, shaping the difficulty curve up through extreme survival milestones (999 rounds)
 - Partnered daily with Engineering, Animation, VFX, SFX, Art, and UI/UX to ship and iterate the full enemy AI roster
-

EDUCATION

Bachelor of Science: Game Design, 2022, Full Sail University, Winter Park, FL